

Fig. 1

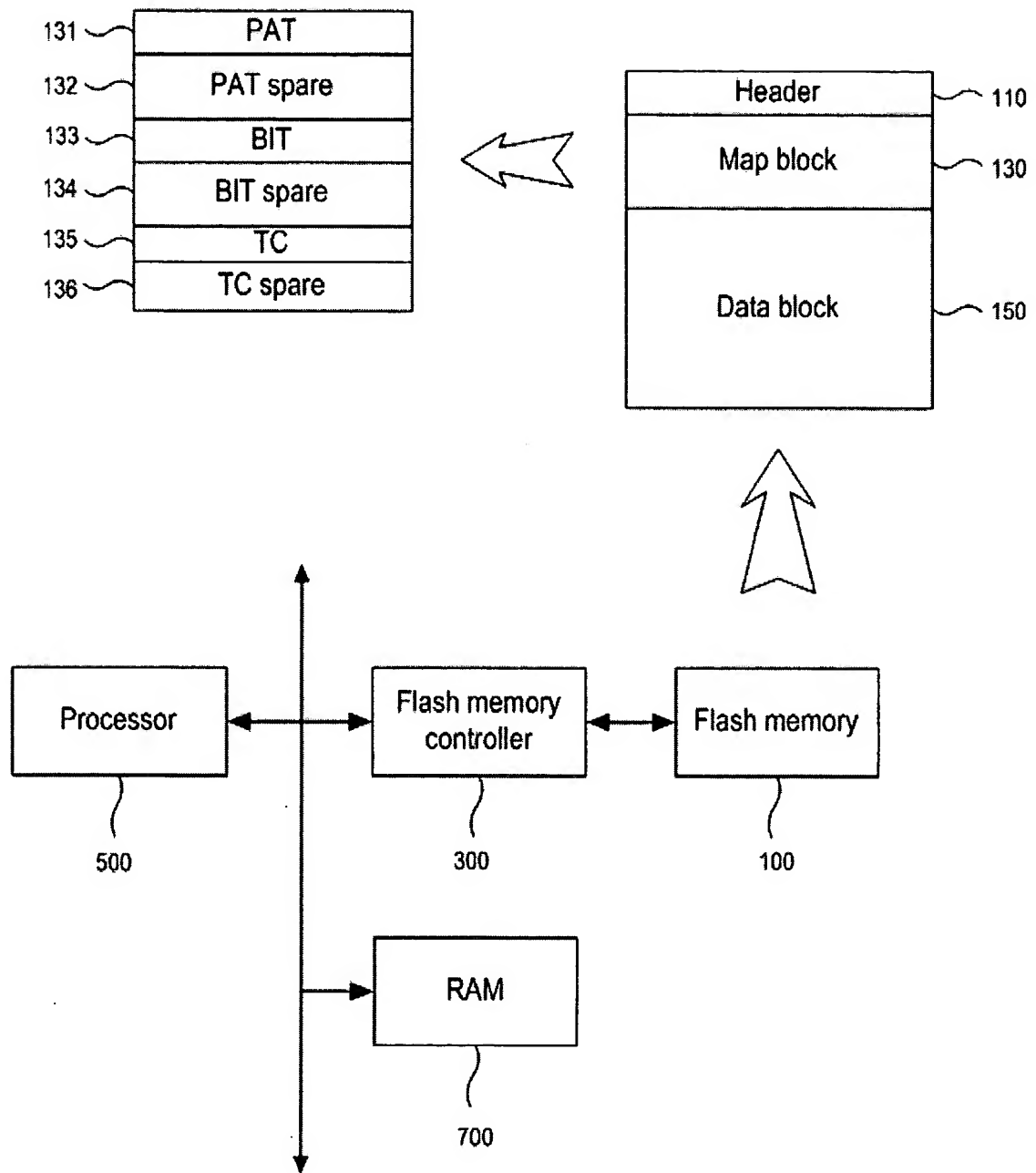


Fig. 2

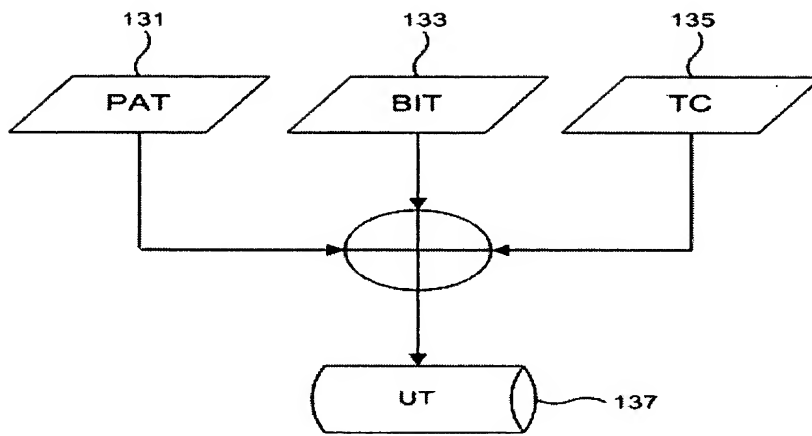


Diagram illustrating a memory layout for a 32-bit PBN (Physical Block Number) across 256 bits (32 rows of 8 bits each).

The layout is organized into rows, each containing 8 bits. The rows are indexed by PBN (Physical Block Number) on the left and bit indices (7 down to 0) on the top.

Rows 0 through 5 are labeled PAT[0] through PAT[5]. Rows 6 through 10 are unlabeled. Row 11 is labeled PAT[totalSize/8].

Key observations from the diagram:

- Row 0 (PAT[0]) has bit 0 set to 1, labeled "Bad Block".
- Row 11 (PAT[totalSize/8]) has bit 0 set to 1, labeled "Bad Block".
- All other bits are 0.

Fig.3b

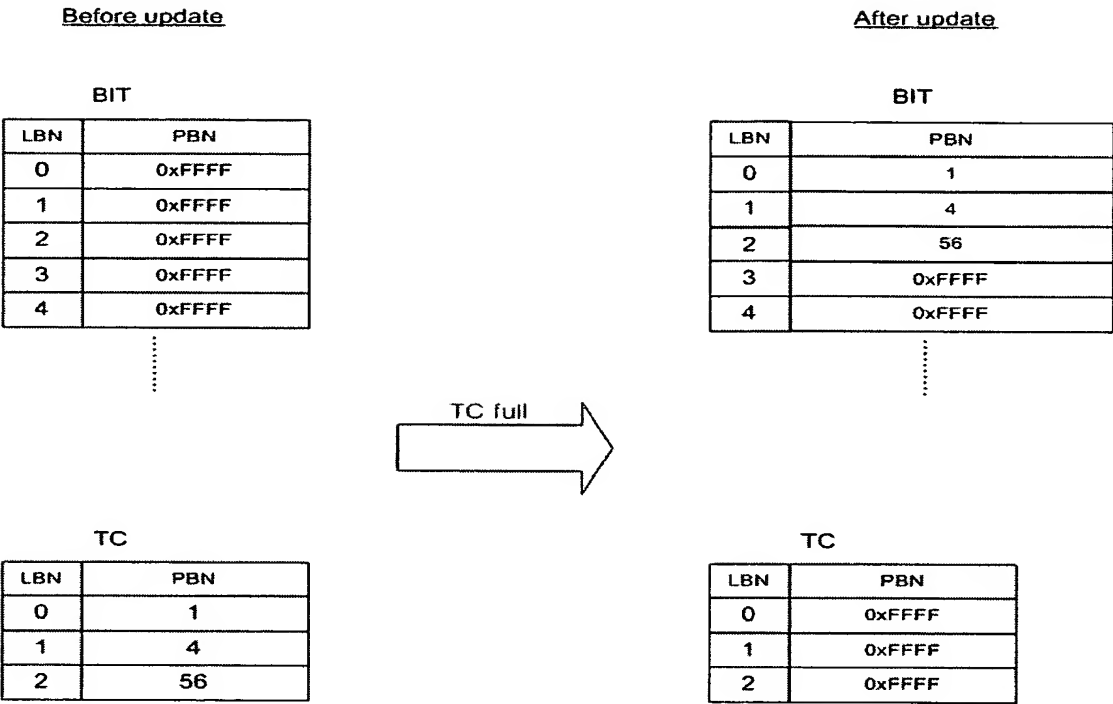


Fig. 3c

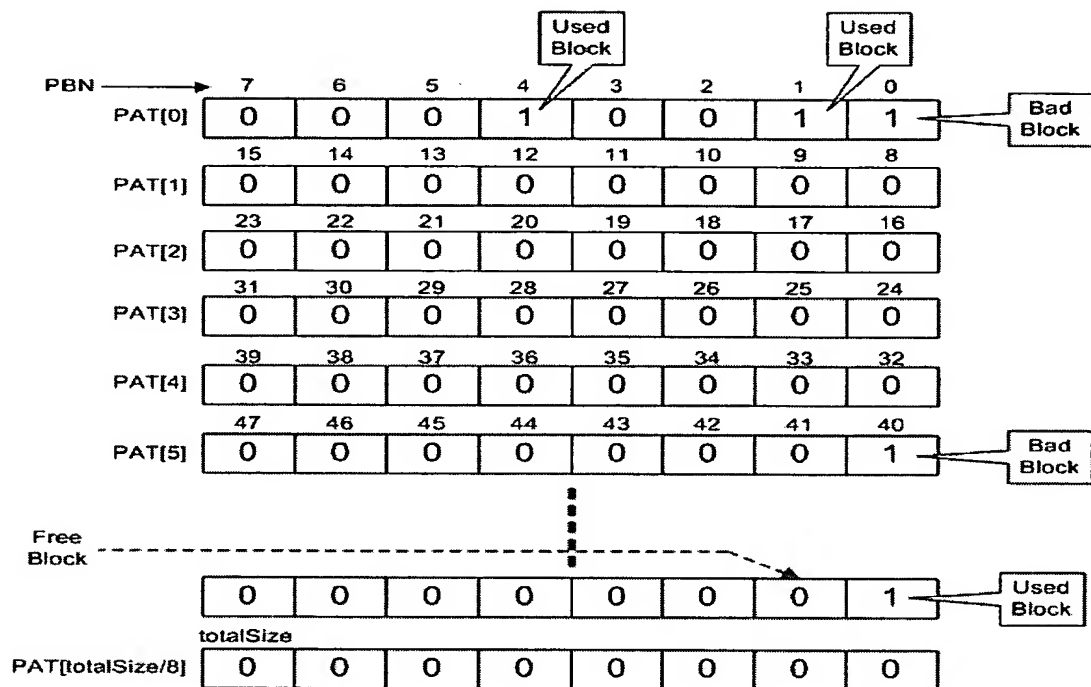


Fig. 4

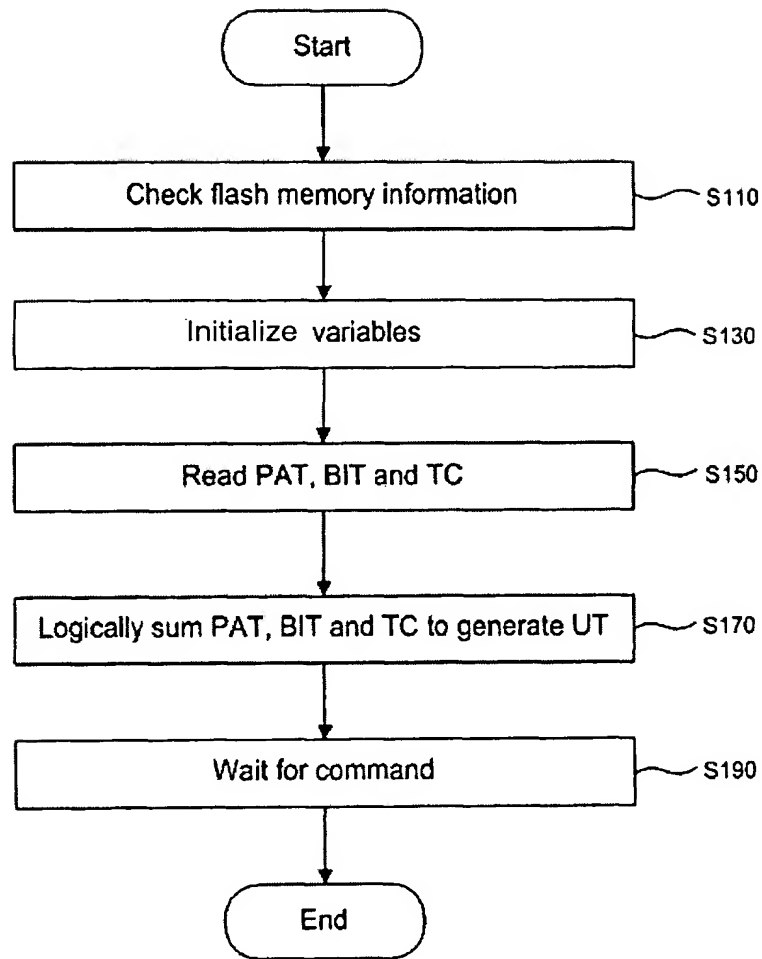


Fig. 5

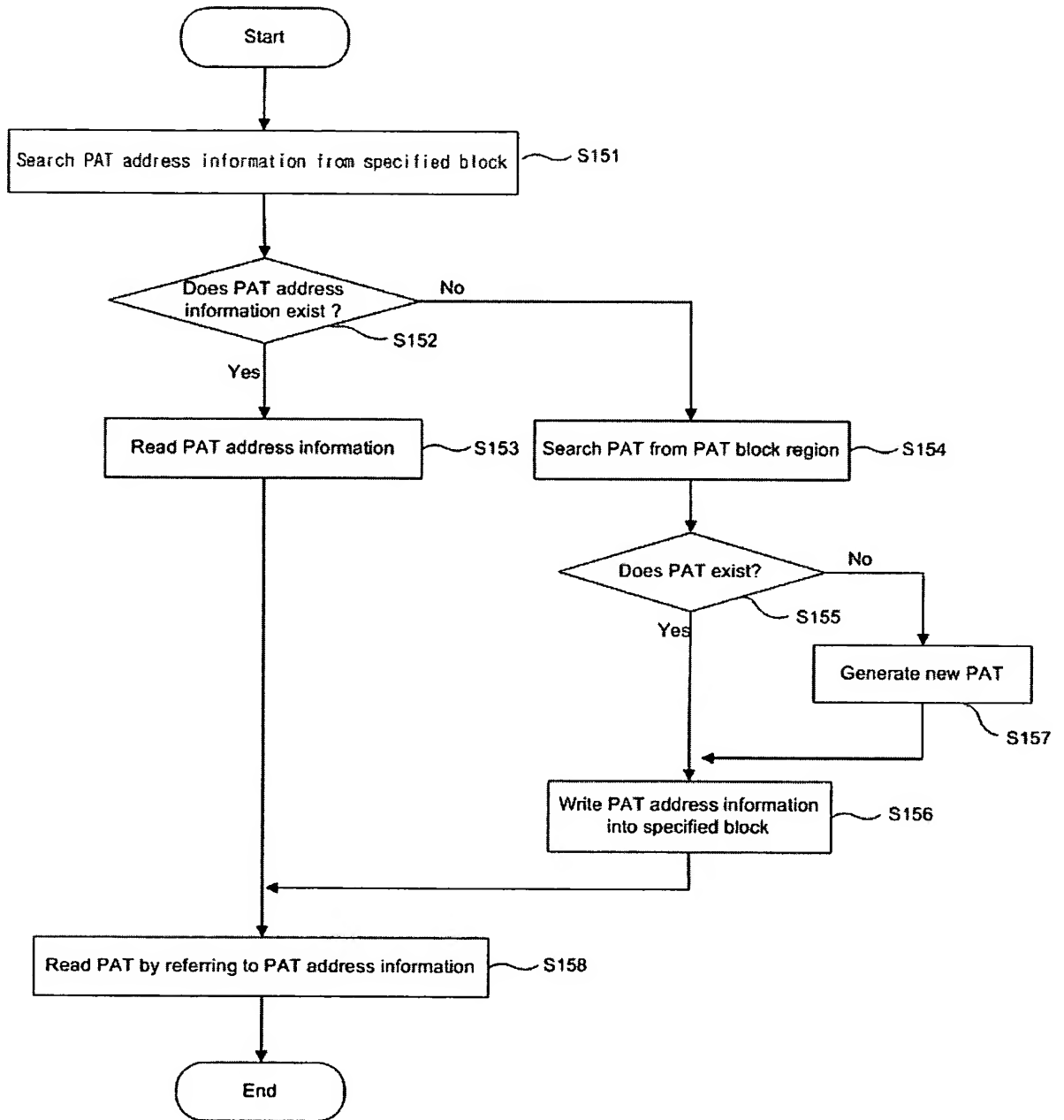
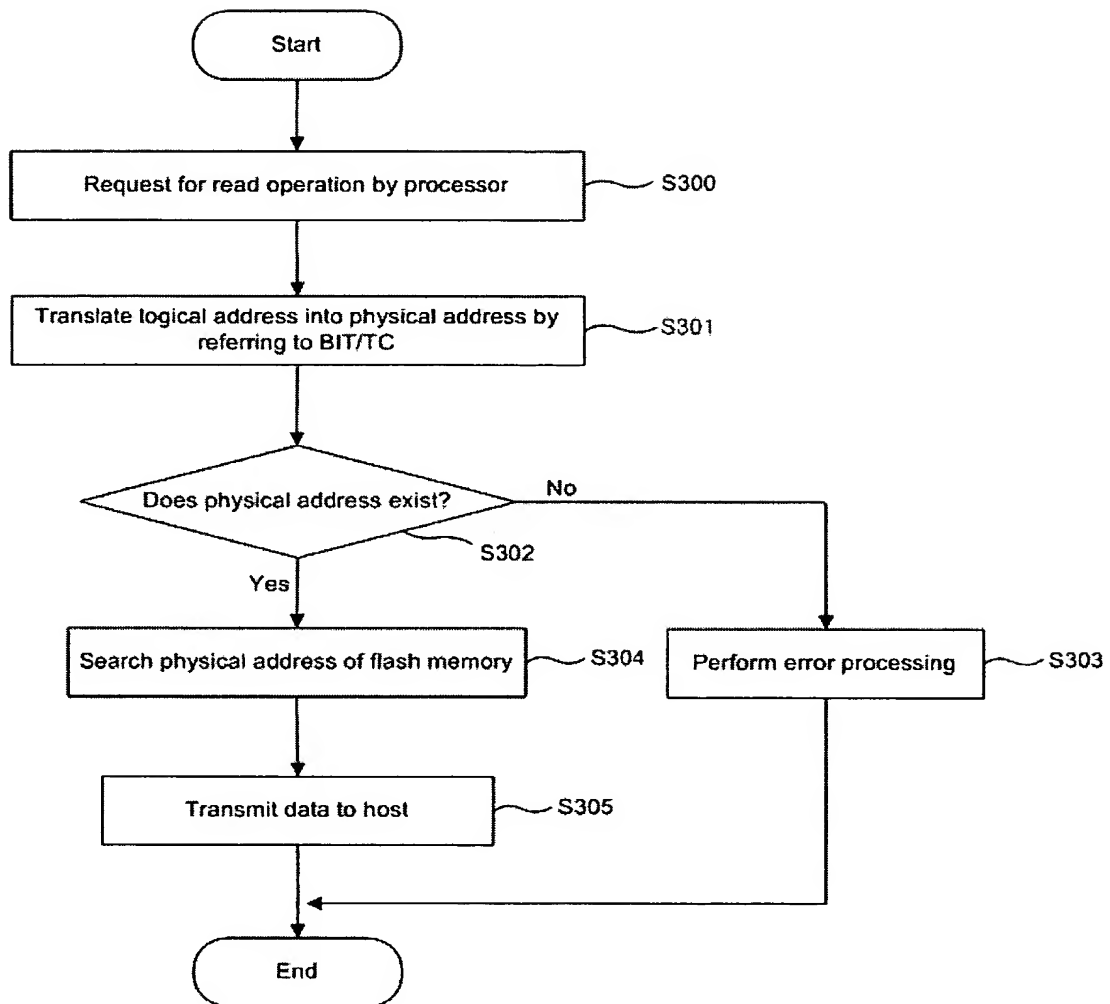


Fig. 6





**Fig. 7**

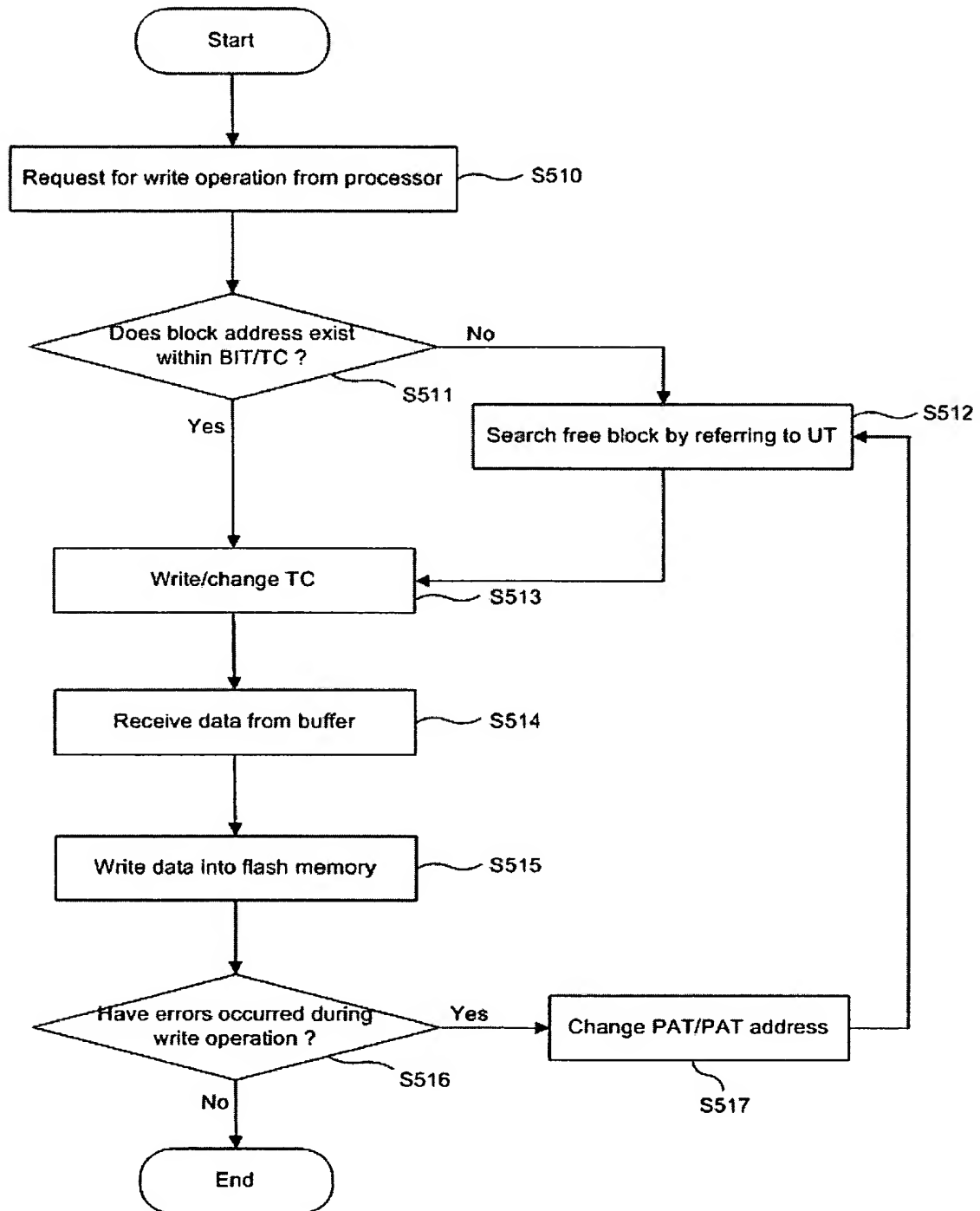


Fig. 8

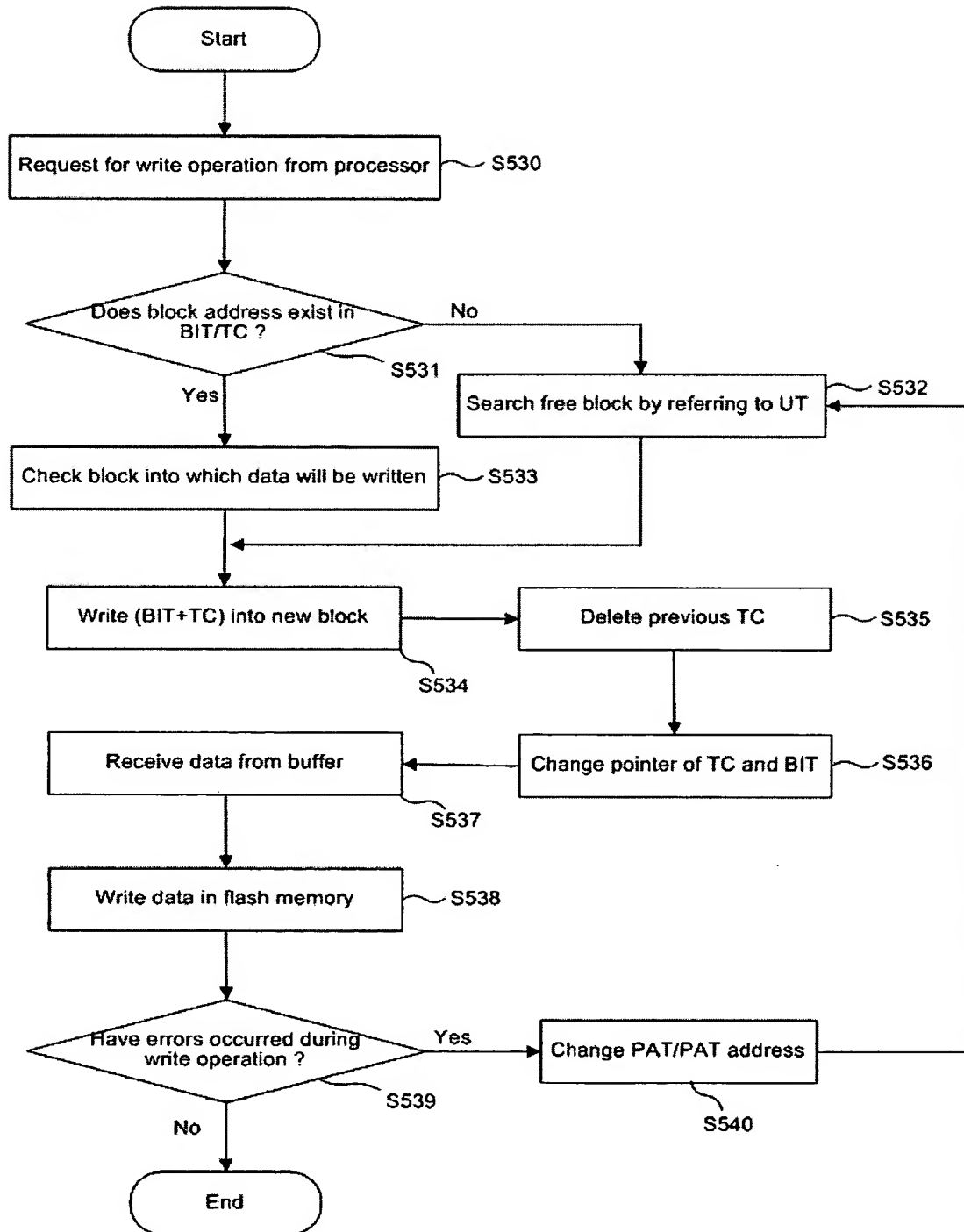


Fig. 9

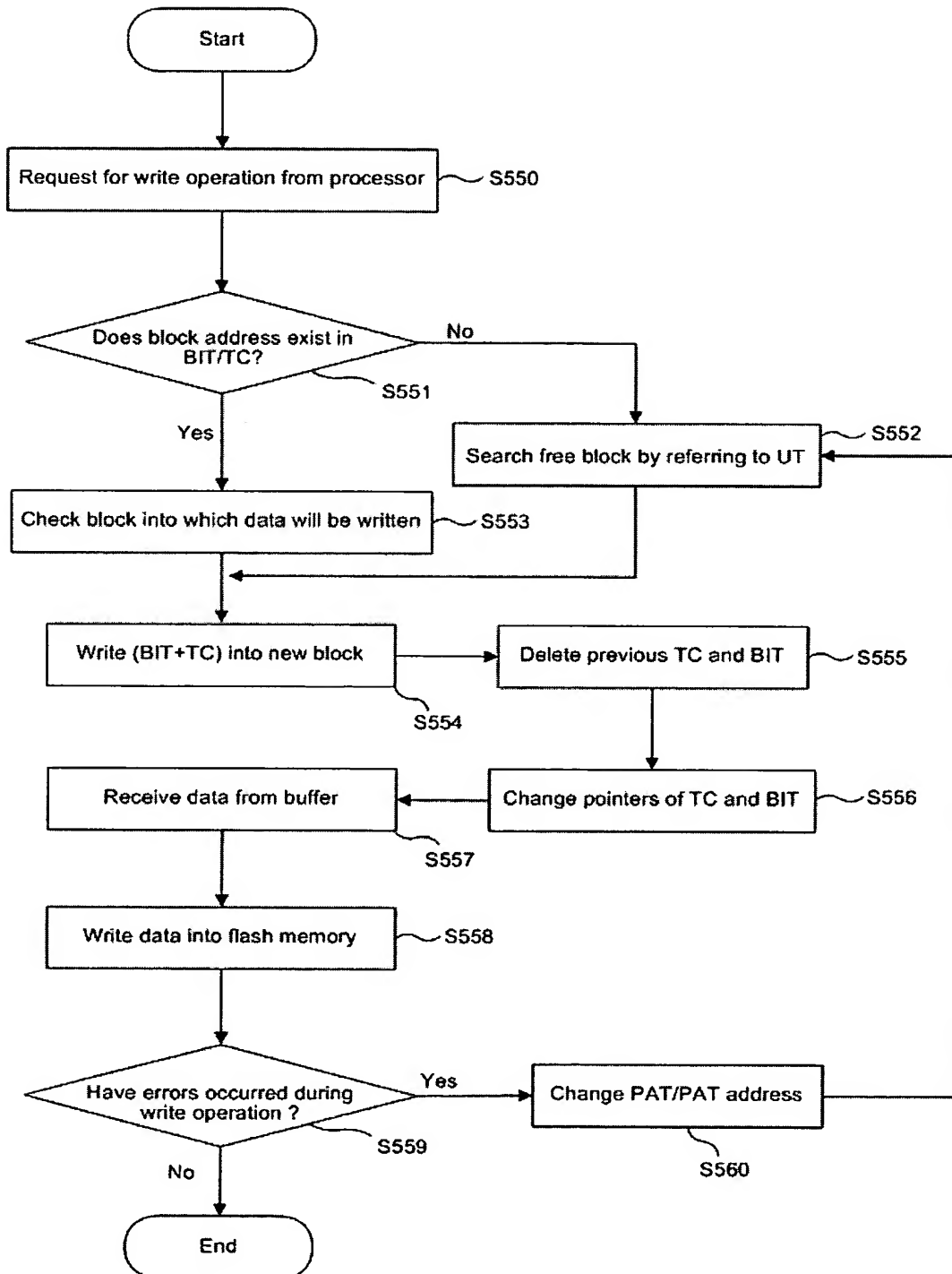


Fig. 10

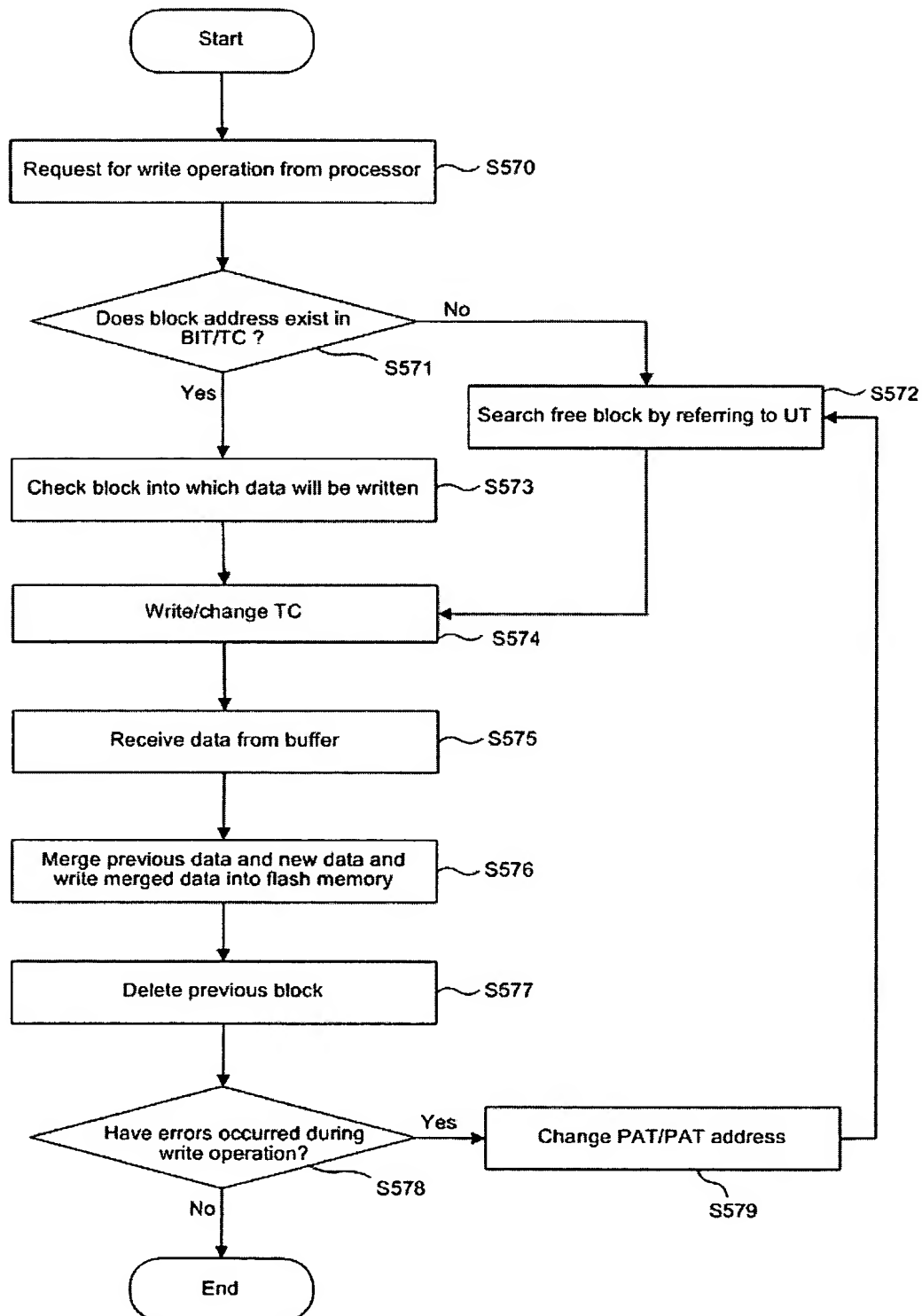


Fig. 11

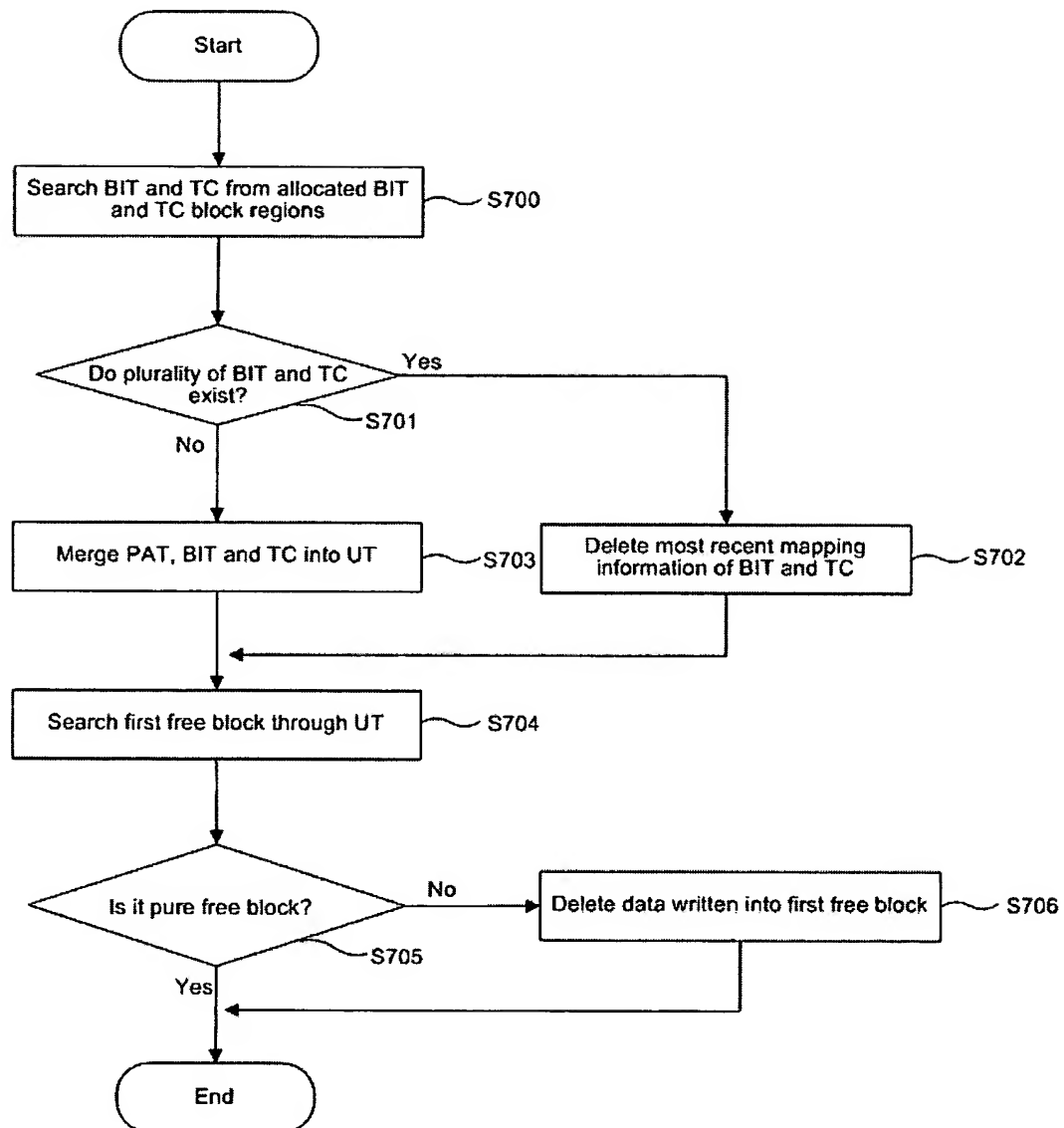


Fig. 12a

TC		BIT	
LBN	PBN	LBN	PBN
0	1	0	0xFFFF
1	4	1	0xFFFF
2	0xFFFF	2	0xFFFF
		⋮	

Fig. 12b

TC		BIT	
LBN	PBN	LBN	PBN
0	1	0	1
1	4	1	0xFFFF
2	56	2	0xFFFF
		⋮	

↓

TC spare

LBN	PBN
0	1
1	4
2	56

→

LBN(1)=PBN(4)

Power cutoff

LBN	PBN
0	1
1	4
2	56

Fig. 12c

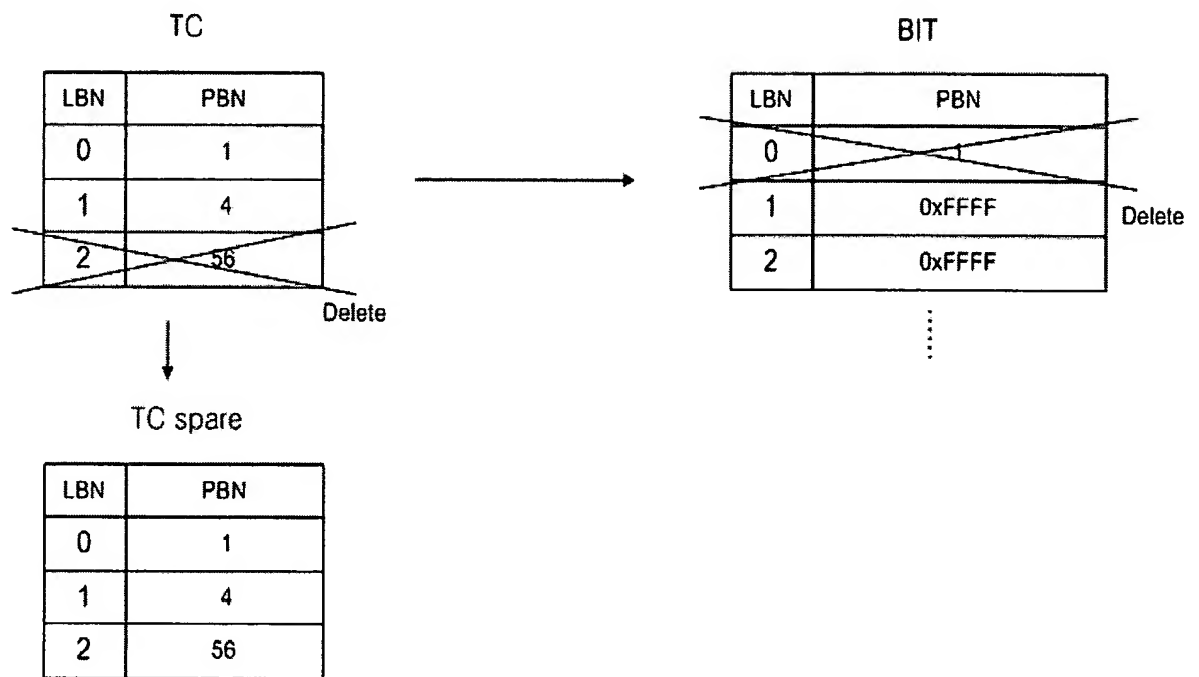


Fig. 13a

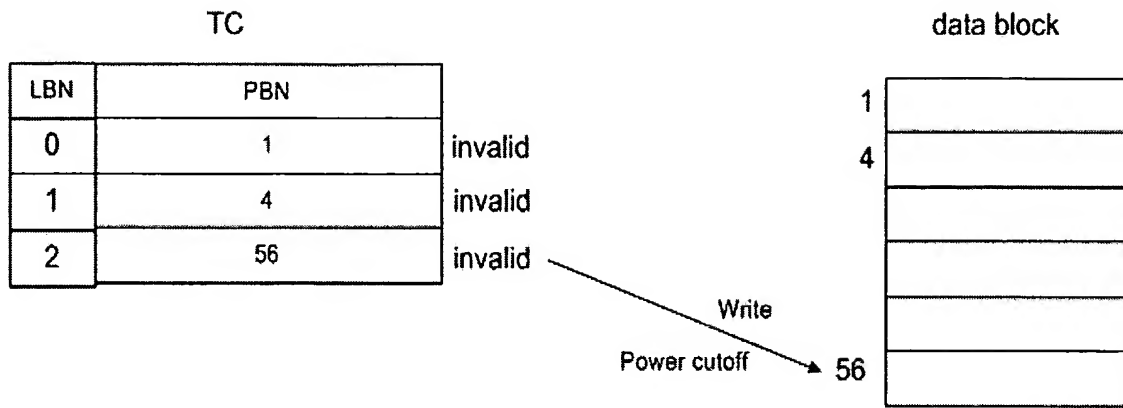


Fig. 13b

